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Demons!

New Summoning Spells and Expanded Generation Tables

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Need stronger demons? How about weaker demons? Then use these two new spells, a brand-new demon generation table, and two expanded tables (based on those on p. 103 of ***GURPS Magic***). And be sure your pentagram is in good shape . . .

Summon Minor Demon . . . . . Special

This spell works like the Summon Demon spell, except as specified. All rolls on the Speed and Size Table, Basic Abilities Table, and Special Abilities Table have a -6 modifier.

Minor demons are conservative in appearance (compared to other demons). Most look like gray-skinned, midget reptile men with tiny, useless wings. Each summoning results in 1d +2 minor demons, not just one. They may all have identical stats and appearance, or you can roll up each demon separately.

Minor demons under control of a mage can be given any number of commands until the duration of the spell is over. If the mage cannot control a minor demon, it will simply vanish.

College: Necromantic
Duration: 1 hour
Cost: 15
Time to Cast: 2 minutes
Prerequisites: Magery, and at least one spell from each of ten different colleges.
Item: As for Summon Demon (see p. M65).

Summon Major Demon . . . . . Special

This spell works exactly like the Summon Demon spell, except that a

modifier of +10 is added to rolls on the Size and Speed Table, Basic Abilities Table, and the Special Abilities Table. Every major demon has a unique name.

College: Necromantic
Duration: Until the demon's task is done, or one day, whichever is less.
Cost: 50
Time to Cast: 1 hour
Prerequisites: Magery 3, Summon Demon, Enchant
Item: As for Summon Demon (see p. M65).

Size and Speed Table

Roll 1d for each column. Alternately, the GM can roll once, using all statistics in that line for the demon. Use the unmodified table for normal demons; roll at -6 for minor demons and +10 for major demons. Modify the *die roll*, not the resultant score or weight.

Roll	Speed	Move	Hexes in Size	Weight
-5	1	1	1	1 lb.
-4	2	1	1	2 lbs.
-3	3	2	1	10 lbs.
-2	4	3	1	30 lbs.
-1	4	3	1	50 lbs.
0	5	4	1	80 lbs.
1	5	4	1	110 lbs.
2	6	5	1	150 lbs.
3	6	5	1	200 lbs.
4	7	6	1	250 lbs.
5	7	6/3	2	350 lbs.
6	7	7/4	2	450 lbs.
7	8	8	4	600 lbs.
8	8	9	6	700 lbs.
9	8	10	8	800 lbs.
10	9	11	10	900 lbs.
11	9	12	12	1,500 lbs.
12	10	12/7	14	3,000 lbs.
13	10	12/9	19	5,000 lbs.
14	11	13/12	24	7,000 lbs.
15	11	13/14	29	9,000 lbs.
16	12	14/16	37	12,000 lbs.

Split Move indicates the demon can fly -- either by wings or another means devised by the GM. The second score is flying Move.

Basic Abilities Table

Roll	ST	DX	IQ	HT	PD/DR	Attacks
-3	3	6	4	5	0/0	none
-2	3	7	4	6	0/0	none
-1	3	7	5	7	0/0	none
0	4	8	5	8	0/0	ST-1 crush

1	4	8	6	9	0/0	ST-1 crush
2	4	9	6	9	0/0	ST crush
3	5	9	7	10	0/0	ST crush
4	5	10	7	12	0/0	ST crush
5	6	10	8	14	0/1	ST crush
6	8	10	8	15/16	1/2	ST+1 crush
7	10	11	8	15/18	1/2	ST cut
8	12	11	9	15/20	1/3	ST cut
9	14	12	10	15/22	1/3	ST+1 cut
10	16	12	10	15/24	2/4	ST+1 cut
11	18	13	10	15/26	2/5	ST+2 cut
12	20	13	11	15/28	3/6	ST crush/wpn
13	22	13	12	15/30	3/6	ST crush/wpn
14	24	13	12	15/35	3/7	ST cut/wpn
15	26	14	13	15/40	4/8	ST cut/wpns
16	30	14	13	15/45	4/9	ST cut/wpns
17	35	15	14	15/50	5/10	ST cut/wpns
18	40	15	15	15/50	6/12	ST cut/wpns
19	45	16	16	16/55	7/14	ST cut/wpns
20	55	16	17	16/60	7/16	ST imp/wpns
21	65	16	18	16/65	7/18	ST imp/wpns
22	75	17	19	16/70	8/20	ST imp/wpns
23	85	17	20	16/75	8/25	ST+1 imp/wpns
24	100	18	21	16/80	9/30	ST+1 imp/m. wpn
25	110	19	22	16/85	9/35	ST+2 imp/m. wpn
26	125	20	23	17/90	9/45	ST+3 imp/m. wpn
27	140	22	24	17/100	9/55	ST+4 imp/m. wpn
28	160	25	25	17/110	10/70	ST+5 imp/m. wpn

Wpn indicates the demon has (and knows how to use) a weapon at skill equal to its DX. This weapon can be used in addition to its normal ST attacks in hand-to-hand combat.

Wpns indicates the demon has (and knows how to use) two or more weapons at skill equal to its DX (including at least one ranged weapon). These weapons can be used in addition to its normal ST attacks in hand-to-hand combat.

Crush, cut and *imp* indicate the damage type of the demon's natural attacks. Impaling and cutting attacks mean the demon has claws (unless the GM can come up with another appropriate natural weapon).

M. wpn indicates the demon has a magic weapon.

Special Abilities Table

Roll 3d for special ability. Use the unmodified table for normal demons; roll at -6 for minor demons and +10 for major demons. Ignore any "roll again" result for minor demons. Roll twice for major demons.

Roll	Special Ability
-3	Damage from magic weapons or spells is doubled
-2	Odorous: detectable by smell at 30 feet

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-1   Goes berserk in the presence of fire [3]
 0   Very hungry: if unfed, will try to eat anything
 1   Has no sense of sight
 2   -1 HT/turn when away from spot where it appeared
 3   Beautiful, unearthly human shape
 4   Regenerates 1 HT per turn; roll again
 5   Unaffected by weapons
 6   Skill 21 with all Fire Spells
 7   1d-3 extra arms (at least 1), each with weapon-16
 8   Invisible (see p. M12) [5]
 9   Roll again
10   Amphibious
11   Roll twice more
12   Magic Resistance 5; roll again
13   Mass Daze spell, skill 25 [1]
14   Anyone who sees it must make a Fright Check at -5!
15   Teleport-21 [2]
16   Magic Resistance 10
17   Deathtouch-21 [4]
18   Invulnerable to physical attacks
19   All Elemental spells at level 25
20   Regenerates 4 HT per turn; roll again
21   Breathes fire: 5d6, SS 12, Acc 0 [1]
22   Has second form (roll second set of stats/size)
23   Can destroy any enchanted item by touch! [2]
24   Has 1d minor demon servants
25   Worshipped as a god by as-yet-undiscovered evil coven
26   Can transform into any creature it sees [3]
27   Enchanter: all Enchantment spells at 30
28   Has Great Wish-15 [4]
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[1.] Costs 5 energy.
[2.] Costs 10 energy.
[3.] Lasts 2d minutes.
[4.] Once per appearance on this plane.
[5.] Lasts 4d hours.

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